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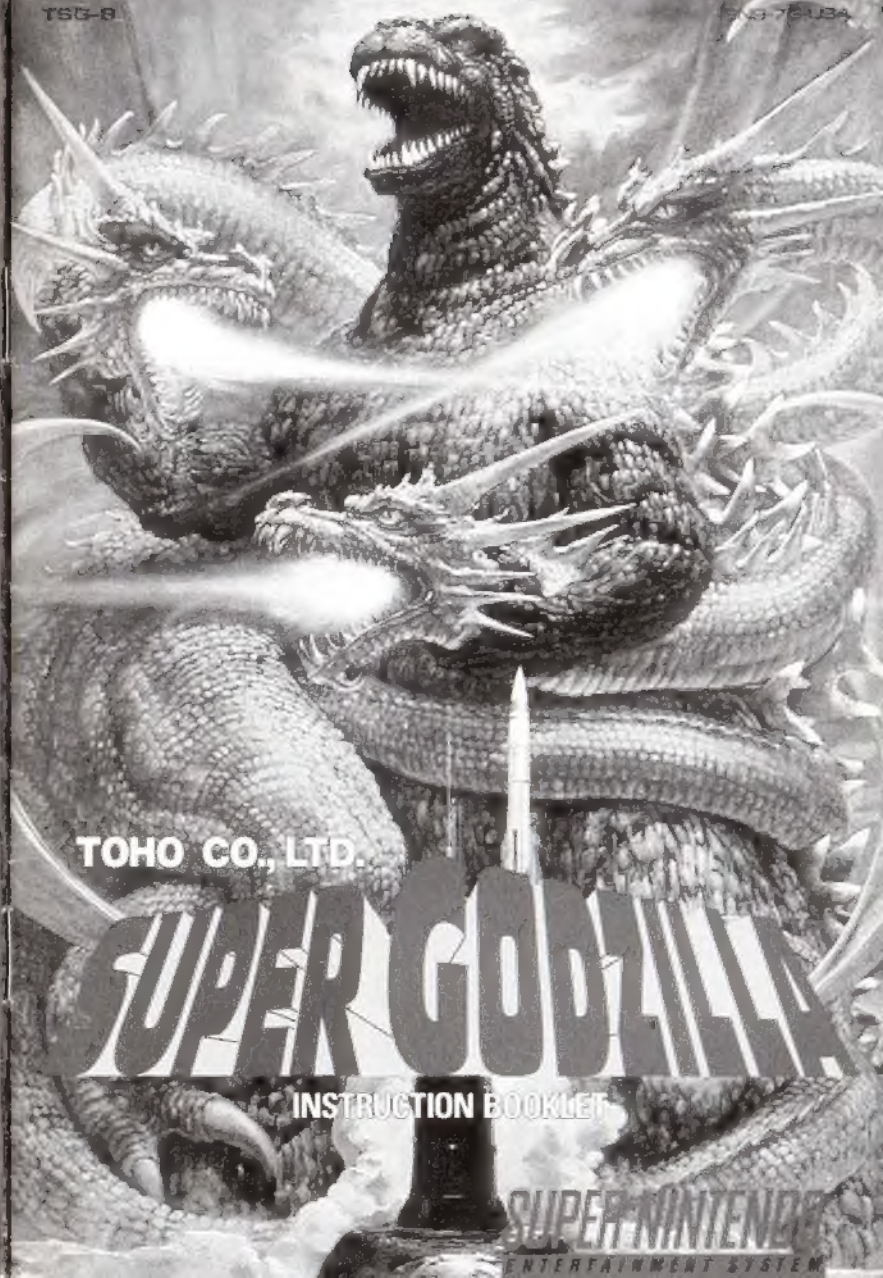

TOHO CO., LTD.

SUPER GODZILLA

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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INSTRUCTION BOOKLET

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SUPER GODZILLA™

What's the Fighting Spirit System

Super Godzilla introduces a new battle system for battle mode. It is called the "Fighting Spirit Battle System". Both Godzilla and the enemy monsters have burning, ferocious fighting spirit. As the enemy comes closer, Godzilla's fighting spirit burns hotter and hotter. When he retreats or stands still, his fighting spirit slowly falls. On the other hand, each of the enemy monsters has its own rhythm and its fighting spirit rises and falls over and over. Also, as Godzilla approaches, the fighting spirit bar itself rises. ● shows the change in the strength of Godzilla's fighting spirit and ● shows the change for the enemy monster. The higher their fighting spirit, the more advanced the techniques Godzilla can unleash and the more the enemy attacks. However, if you move Godzilla straight at the enemy, the enemy's fighting spirit simply rises. You should understand the enemy's biological rhythm. Move in by degrees, sometimes retreating a bit, and close the gap with the enemy without letting the enemy's fighting spirit rise. If you move Godzilla in when the enemy's fighting spirit is low and his movements are slow, then the rise in the enemy's fighting spirit bar will be slow. On the other hand, if you move Godzilla in when the enemy's fighting spirit is high, the enemy fighting spirit bar will jump right up.

If you press the A button to punch when Godzilla is closest to the enemy monster, then Godzilla's attack window lights up and opens. Now, move Godzilla back as fast as possible. This builds up the energy in Godzilla's body. The more you move back, the greater the techniques that appear in the attack window. When you press the A button again, Godzilla attacks with the technique displayed in the attack window.

Super Godzilla™ Story

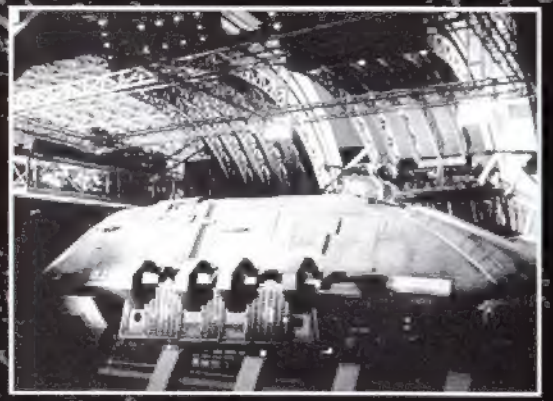
To you who holds the controller in your hands.

"Thank you for coming. The entire fate of Japan may be riding on the Super X you have boarded. I think you know that King Ghidorah suddenly appeared in Osaka. Actually, even before that, we at the Self-Defense Agency suddenly received communications from an unknown source. It said that it would destroy all of Japan with monsters. ••• the conventional Self-Defense forces we advanced as emergency resistance to King Ghidorah, who appeared right after that declaration of war, were completely unable to stop him. We have already received notices of entire units being wiped out. We still do not know exactly who or what sent that message, but if we don't do something, Osaka will be completely destroyed. This leaves us with only one option, Godzilla. Right, that Godzilla. You know the famed Professor Ogata, don't you? Our strategy is to shoot the bio-control box developed by Professor Ogata into Godzilla to control Godzilla directly. The controller for that control box is mounted in the Super X you are flying. The question is how far we can control that ferocious Godzilla, who has huge fighting spirit. This is where you come in. Your task is to control the awakened Godzilla. Fly immediately to Osaka and fly the Super X constantly over the controllable area to control Godzilla so that he will drive back the enemy monsters. We are counting on you. Flying with you will be Airman Taniguchi. He will not only fly the Super X, but will give you detailed reports. Also, Miss Yano from the Godzilla Institute will give you information about Godzilla. In any case, the first target is King Ghidorah in Osaka. You have your orders."

••• End of Communication •••

What Is Super X™

Super X: *The most advanced mobile battle station the Defense Department can boast of. The Godzilla controller transmitter is mounted in Super X. You the player, soldier Taniguchi, and Miss Yano ride in Super X, always flying within a 3-kilometer radius of Godzilla to control him. There is a backup Super X at the Osaka base.*



How to Play the Game

The task of the player is to operate the Godzilla controller to defeat the enemy, who is plotting the conquest of the Earth. Take the berserk Godzilla through various stages, towns and the base of a mountain, to the location of the enemy monsters. When you reach an enemy monster, you go into battle mode. If you win the battle with the monster in battle mode, the stage is cleared and you move to the location of the next stage. There are six stage screens.

The flow of stages

A communication arrives from the head of the Self Defense Forces, the professor and your members. After listening carefully to the strategy and instructions, you head Godzilla to the battle.

Movement mode: You indicate the direction in which Godzilla moves and move him along on the map to his destination (the location of the enemy). On the map are various types of points, including points where you receive information and items and points where enemy weapons are hidden. When you make contact with the enemy monster, the game goes into battle mode.

Battle mode: When Godzilla reaches the enemy monster, there is an exchange of full force blows. While keeping an eye on his energy (strength), excite his fighting spirit, and strike with fire breath and other techniques. If you win this battle, the stage is cleared. **On to Next Stage.**

Starting the Game

When you load the game pak correctly into your Super NES and switch on the power, the opening demonstration starts. When you press the Start button, the photograph-like title screen appears. Use the control pad or the select button to move the cursor (the▶mark) to "GAME START", then press the Start button or the A button to start the battle.

Setting the options

When you select "OPTION" and press the A button, the game goes into option mode. You can select the following items.

MUSIC TEST: You can hear all the background music that plays during the game.

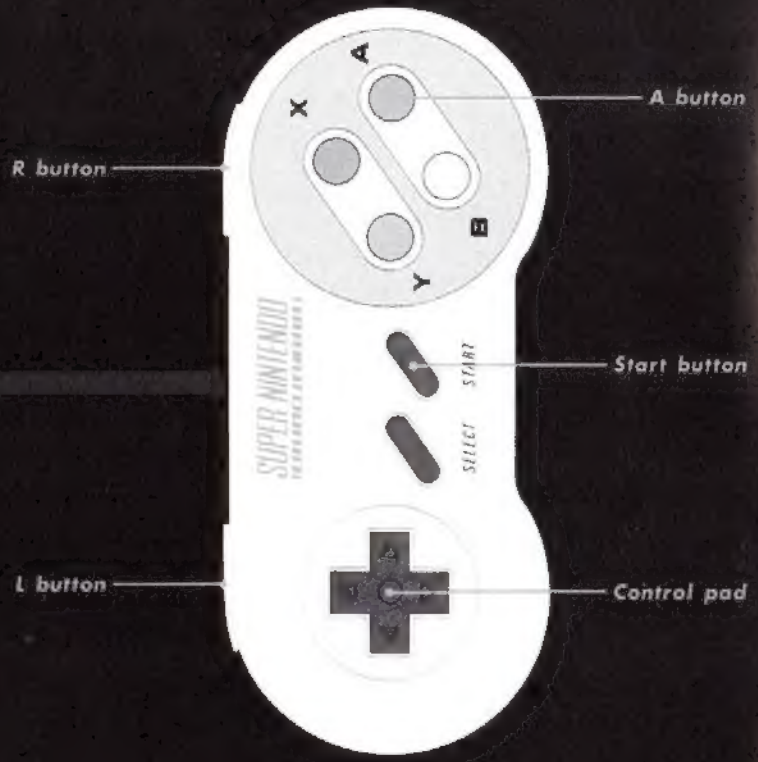
VOICE TEST: You can hear Godzilla's roars and other sounds during the game.

MODE: You can decide whether to hear the back ground music and sound effects in stereo or monaural.

EXIT: Returns the game to the title screen.

How to Operate the Controller

You operate this controller in different ways for the two game modes, movement mode and battle mode.



[Movement mode]

L button:
R button: Switch between area map and overall map.

Start button: Pauses the game.

Control pad: Selects commands and items.
Controls Godzilla.
(four directions ↑, ←, →, ↓)

A button: Finalizes commands and items.
Forwards communications messages.

[Battle mode]

L button: Finalizes and uses items.

R button: Calls out and cancels item selection screens.

Start button: Pauses the game.

Control pad: Selects commands and items.
Controls Godzilla.
Advance (→), retreat (←), defense (↓)

A button: Finalizes commands and items.
Forwards communications messages.
Godzilla attacks
1. Punch (minor technique)
2. Finalizes and attacks with major techniques.

* The B button can also be used as the A button.

Operating Methods

MOVEMENT MODE

Viewing the screen

Godzilla control

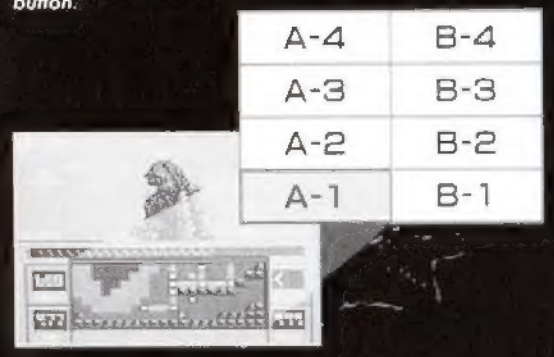
Godzilla's direction is changed with the control pad (up, down, left and right). Godzilla is so wild that you can not stop him. He keeps on walking in the direction you pressed the control pad. Basically, Godzilla can go anywhere on the map, but the land has its own features. Some places damage him, some slow him down, some even bounce him backwards, so look at the area maps carefully. Godzilla can not move out of the battle area (off the map) or into areas with skyscrapers or cliffs, because the control waves from the Super X can not reach him there.

How movement mode progresses

Basically, the objective is to find and destroy the monster running amok, but depending on the stage, you may receive messages with different commands and objectives. The player is free to move Godzilla any way they want, but if a command received in a message is not cleared, the monster may not appear. Also, the way Godzilla moves may change the story development for the next stage.

How to read the overall map (Areas)

The overall map can cover as much as eight screens of the area maps usually displayed. While Godzilla is moving, you can switch from an area map to the overall map by just pressing the L button or the R button.



Viewing the area maps

Godzilla point: Position of Godzilla under control of the player

Monster point: Position of the enemy monster. When the Godzilla point contacts the monster point, the game enters battle mode.

Urban districts: Godzilla walks right through built up areas.

Flatlands: Godzilla walks right through built up areas.

Tall building district: Godzilla can pass through these districts, but since he destroys the buildings as he goes, he uses up energy.

Mountains: Godzilla can pass through, but since he destroys mountains as he goes, he uses up energy.

High-voltage electricity belts: If Godzilla tries to pass through one of these belts, he is damaged, loses energy, and is bounced back.

Steel tower: If Godzilla tries to pass through a steel tower, he is damaged and loses energy, but he can destroy the tower.

Seas, rivers, lakes: Moving through water takes Godzilla longer than moving through built-up areas or flat ground.

Deep seas and lakes: Moving through deep water takes Godzilla even longer than moving through shallow water.

Skyscraper district: The beams controlling Godzilla can not reach him here, so he can not go through these areas.

Rocky mountains: The beams controlling Godzilla can not reach him here, so he can not go through these areas.

Area point: This is an important point in the stage. In Stage 3, it appears as an enemy base and in Stage 6 as Professor Ogata's research laboratory.

Resupply base: Godzilla recovers a certain amount of energy.

Item point: You can obtain useful items and information. There are a number of different items. Some can be used right on the spot, but others are carried into battle mode.

Special energy: This is the super-energy pack for turning Godzilla into Super Godzilla. It only appears in specific scenes.

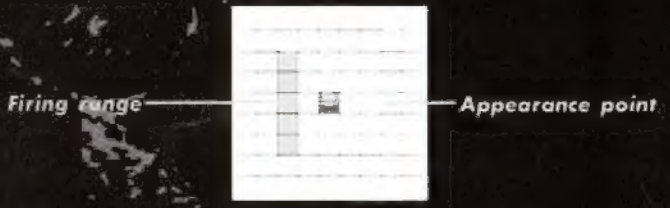
Enemy interceptor weapons

Enemy land mines: *They are camouflaged, so they are not usually visible (are not shown on the map), but when Godzilla comes within one position of a land mine, it is displayed, so you can see it. If Godzilla steps on a land mine, he is damaged. Land mines are not pointed in a particular direction.*

Enemy tank: *They are camouflaged, so they are not usually visible (are not shown on the map), but when Godzilla comes within two positions of a tank, it is displayed facing Godzilla. The figure below shows the appearance point and the firing range. When an enemy tank is displayed, it can be stepped on and crushed.*

** If Godzilla enters the red colord area, the tank attacks him.*

Enemy missile: *They are camouflaged, so they are not usually visible (are not shown on the map), but when Godzilla comes within three positions of a missile, it is displayed aimed at Godzilla. The figure below shows the appearance point and the firing range.*
When an enemy missile is displayed, it can be stepped on and crushed.



** If Godzilla enters the red colored area, the missile attacks him.*

Mother UFO: *When you make contact with it, a battle starts. If you defeat it, the game returns to movement mode. There are also tiny UFOs that attack out of nowhere. If you run around them without destroying them, they keep on chasing you.*

BATTLE MODE

Viewing the screen

Battle system

If Godzilla's attack reduces the enemy energy level to 0, Godzilla wins, but a critical point is the existence of the "fighting spirit meter". Since the level of Godzilla's fighting spirit determines the strength of fighting techniques, the key to victory is to find a way to hold down the enemy's fighting spirit and to raise Godzilla's.

How Godzilla fights

- The control pad (left and right) moves Godzilla forward and back. When you move Godzilla forward, his fighting spirit rises and when you make him stand still or retreat, his fighting spirit slowly drops. On the other hand, the enemy monsters have different rhythms with which their fighting spirit rises and falls. When Godzilla approaches, the enemy fighting spirit bar itself rises.
- When the enemy's biological rhythm and the approach of Godzilla raise the enemy fighting spirit bar to a certain level, the enemy launches an attack or a body strike. If you keep Godzilla still at first, you can see the enemy's biological rhythm.
- Move in raising Godzilla's fighting spirit and holding down the enemy's fighting spirit and when Godzilla is closest to the enemy, punch with the A button or B button.
- If the punch lands, the enemy is stunned for a moment and Godzilla's attack window works. Now is the time to make Godzilla quickly retreat.
- After he has landed a punch, the more you make Godzilla retreat, the more energy builds up in his body, so the attack window opens up. Pressing the A button or the B button launches the attack that is open in the attack window. The higher Godzilla's fighting spirit when he releases a punch, the more powerful the technique in the attack window.

[Tail attack] The tail that supports Godzilla's huge body is also a powerful weapon of attack. When his tail makes full contact, the damage is considerable.

[Body strike] Striking an enemy with his 100-meter long, 60,000-ton body is a fully destructive attack. You can count on this technique to do major damage to the enemy.

[Fire breath attack] This is a super-powerful heat ray and is Godzilla's death blow technique.

[Hyper fire breath attack] This is fire breath with much more power. It may be a by-product of inputting the control data into Godzilla.

[? mark] This is a random attack in which you do not know what attack Godzilla will make. If you are lucky, Godzilla may use one of his strong techniques, even though his fighting spirit is low.

▼When a major technique connects, the screen switches to a powerful animation and you can see how much damage you did by seeing how much the enemy energy counter drops. Attacks by the enemy are shown by the same type of animation and you can see how much damage Godzilla received by seeing how much his energy counter drops.

▼When you press the control pad(down), Godzilla goes into the defensive. Pressing the control pad(down) and holding it increases Godzilla's defensive force.

The enemy can not launch a major attack, but Godzilla's fighting spirit drops rapidly. The greater Godzilla's defensive force, the less damage he receives from an enemy body attack. Releasing the control pad(down) makes the defensive force 0.

Items

Among the items you can obtain in movement mode are some that you can use in battle mode. In battle mode, press the R button to call out the item selection screen, then use the control pad(left and right) to select items to use. Then use the L button to finalize your selection and use it. (If you press the R button before you press the L button, the item selection screen disappears without a selection.) You can only carry up to four items for use in battle mode.

After you use one, you can return to movement mode for resupply.

Green item: Defense boost item.

When you use this item, Godzilla can not be hurt by enemy attacks for a certain period of time.

Red item: Fighting spirit boost item.

When you use this item, Godzilla's fighting spirit rises faster.

Blue item: Energy resupply item.

When you use this item, Godzilla's energy is refilled a certain amount.

Yellow item: Energy complete [illegible]
This is the item to have in a pinch. When you use this item, Godzilla's energy is completely refilled.
The numbers on the top right show how many of the item you have.

Emergency escape button: In a pinch, you can select this button to escape to movement mode. This is [illegible] item, so there is no limit to how many times you may use this button.

Time Counter

The Godzilla controller has a time limit. When you clear a stage, the time counter is reset, but if the timer runs out during movement or a battle, Godzilla goes wild and out of control. Since the timer from movement mode continues to count down during battle mode, if you use up too much time in movement mode, the timer may run out during the battle and let Godzilla go out of control. During battle mode, you can check how much time is left by pressing the Start button.

Also, the game story unfolds in stages, but sometimes the story development changes according to how much time is left. The map has more than one invasion route. The game development greatly depends on whether you take the shortest route straight to the enemy or take a round-about route, picking up items and information as you go.

Scoring

When you clear a stage, the score for that stage is added to your total. This stage score depends on how much energy Godzilla had left, how much time was left, how badly the city was destroyed, and other factors. Clearing all the stages is the goal of the game, but seeing how many points you can clear all the stages with is another way to enjoy the game. There are many different ways to play this game. Compete with your friends to see who can get the highest score.

Game Over and Continuing

The game is over when either of the following happens.

Godzilla's energy (strength) drops to zero.

The time counter runs out.

To continue playing, select CONTINUE from the Game Over screen, then press the Start button or the A button. You can continue only the displayed number of times.

* The higher your score, the more times you can continue the game.

The Main Characters Helping You

Commander: The leader of the Anti-Monster Defense Forces and your superior. He will give you various orders for controlling Godzilla to defend cities from monsters.

Professor Ogata: The inventor of the Godzilla controller and the foremost expert on Godzilla cells. Professor Ogata is always working on research and development and announces important discoveries.

Soldier Taniguchi: He rides together with you in Super X and gives you support. He gives you important information, such as reports on current conditions.

Miss Yamai: A Godzilla researcher at Professor Ogata's research center; she rides in Super X-fighter and reports data on Godzilla.

Introducing the Stages

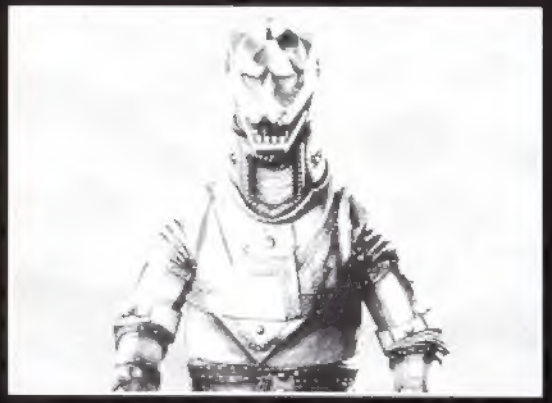
Stage 1: Osaka attack command

King Ghidorah suddenly flies into Osaka. Who is controlling him? And will the Godzilla controller work? Now, Godzilla appears from the bottom of the sea.

Monster: King Ghidorah™
Birthplace: Outer space
Length: 120 meters
Weight: 70,000 tons
Features: King Ghidorah is an alien super-monster more destructive than all Earth monsters. From his three heads, he shoots gravity light that destroys gravity and pulverizes matter and he can fly at the high speed of Mach 3.

Stage 2: The base of Mt. Fuji
Godzilla vs. Mechagodzilla

A message comes in that a second Godzilla of unknown nature is attacking the Self-Defense Forces. What's more, just when that Godzilla is about to be struck by an attack, he simply warps without limit. Can we really capture another Godzilla?



Monster: Mechagodzilla™
Birthplace: Black Hole Planet 13
Length: 100 meters
Weight: 40,000 tons
Features: *His whole body is covered with space titanium, so he has superior durability. He has many different types of weapons, including finger missiles he shoots from his fingertips, space beams he shoots from his eyes, and close attack beams he shoots from his chest. He can make a barrier.*

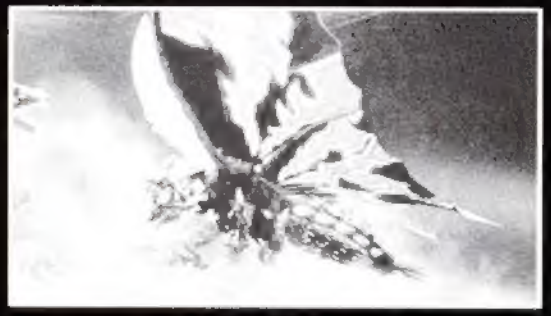
Stage 3: Hakone, Lake Ashino,
plan to rescue the professor

Professor Ogata, who developed the Godzilla controller, has been kidnapped by the enemy. We want to find the professor's location, but you must avoid high-voltage areas. The professor seems to have made some important discovery, but ...

Monster: Biollante™
Birthplace: Lake Ashino, Japan
Length: 120 meters
Weight: 120,000 tons
Features: *Biollante was created by alien genetic engineering by fusing Rose cells and Godzilla cells. He can attack with his feelers and can shoot acid from his mouth that can melt anything and can severely damage Godzilla. Biollante also has the power to repel Godzilla's body strike attack.*

Stage 4: Yokohama on fire

When Godzilla arrives in Yokohama, the city center is already on fire. Battra and his cocoon are lying in wait for Godzilla. Godzilla has to win the battle quickly or the other cocoon will hatch, but the enemy is in a powerful intercept posture.



Monster: Battra™
Birthplace: At the bottom of land in Siberia
Wingspan: 180 meters
Weight: 30,000 tons
Features: *Battra (Battle Mothra) thoroughly attacks and destroys and is a threat to Earth life forms. The prism light he shoots from his eyes is extremely destructive. At only 30,000 tons, he is light, but he can unleash rapid aerial attacks and is really agile. Because Godzilla can not fly, the only way he can damage Battra is with his speedy hyper fire breath attack.*

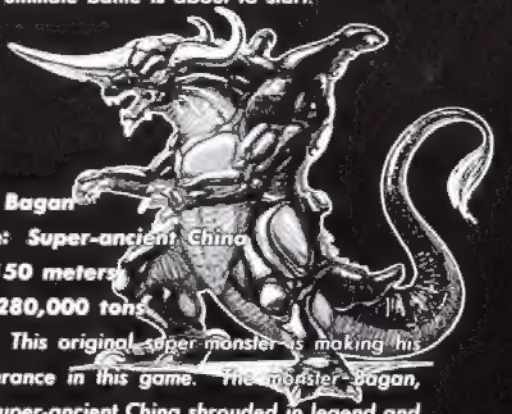
Stage 5: Decisive Tokyo Battle (first half)

Professor Ogata has put together a plan. But it is very difficult to carry out that plan in the center of the city. Should we carry out the professor's proposal or should we concentrate on defending our capital Tokyo? You have to decide!

Monster: Mecha-King Ghidorah™
Birthplace: Outer space
Length: 120 meters
Weight: 150,000 tons
Features: *Mecha-King Ghidorah is King Ghidorah turned into a cyborg by the aliens. Because he combines Ghidorah's terrifying life force with a thick metal covering, he boasts the greatest power in history. He shoots laser light from his center mouth and gravity light from his left and right mouths. He has sensors to detect attacks by Godzilla, so if Godzilla tries to attack, Mecha-King Ghidorah lays down a powerful wire attack.*

Stage 6: Decisive Tokyo Battle (last half)

After the battle between Mecha-King Ghidorah and Godzilla caused great damage in Tokyo, the enemy has sent in their most powerful, worst monster, Bagan. Does humanity and Godzilla have a chance of winning? The ultimate battle is about to start.



Monster: Bagan
Birthplace: Super-ancient China
Length: 150 meters
Weight: 280,000 tons
Features: *This original super monster is making his first appearance in this game. The monster Bagan, born in a super-ancient China shrouded in legend and myth, rules over land, sea, and air. The aliens fused Godzilla cells and King Ghidorah cells with Bagan to create the strongest, most evil and ferocious monster. He has unimaginable destructive power. The Godzilla and King Ghidorah cells fused with him enable him to use the weapons of monsters past, such as fire breath attack and laser light from his horns and make those weapons even more powerful. The thick Bagan cells are even more indestructible than metal and his super-weight makes his body so sturdy that he does not even notice Godzilla's attacks.*

Super Godzilla™

In the final stages of the game, you have the chance to change Godzilla into Super Godzilla, just as the title says. However, in order for him to become Super Godzilla, you must make him fight skillfully. According to the way Godzilla moves in movement mode and fights in battle mode, the story changes. Godzilla may change into Super Godzilla easily or it may be quite hard. In some cases, he may have to fight the final powerful enemy Bagan without changing into Super Godzilla.

Whether or not Godzilla changes into Super Godzilla, who is an entire dimension larger and more destructive depends completely on you, the player.

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